

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently amended) A game system for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, comprising:

a polygon drawing means for drawing a polygon with a first texture which affects drawing of ~~other~~ another texture;

a calculating means for calculating two-dimensional coordinates of a second texture by projectively transforming three-dimensional coordinates of vertexes of the polygon drawn by the polygon drawing means ~~[[on]]~~ onto an imaginary two-dimensional plane which is prepared in advance and corresponds to the two-dimensional coordinates to produce two-dimensional vertex coordinates;

a second texture drawing means for drawing the second texture, which is a still image texture prepared in advance, on the polygon drawn by the polygon drawing means based on the two-dimensional vertex coordinates of the second texture calculated by the calculating means; and

a texture moving means for simulatively moving in the display the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by successively varying the two-dimensional coordinates of the second texture in time-series relative to the previously calculated two-dimensional vertex coordinates so that the second texture picture appears to be a moving image relative to the polygon when displayed.

2-3. (Canceled)

4. (Original) The game system according to claim 1, wherein luminance of colors of the second texture are different in different areas in the second texture.

5. (Original) The game system according to claim 1, wherein luminance of colors of the second texture vary in proportion to coordinate value in either one direction of the two-dimensional coordinates if the two-dimensional coordinates are fixed.

6. (Original) The game system according to claim 1, wherein a part of the second texture undergoes an affect of gradation by the first texture.

7. (Original) The game system according to claim 6, wherein the gradation is executed by mixing the colors of the first texture and the colors of the second texture with a predetermined mixing ratio.

8. (Currently Amended) An image drawing method for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, comprising the steps of:

drawing a polygon with a first texture which affects drawing of ~~other~~ another texture;

calculating two-dimensional coordinates of a second texture by projectively transforming three-dimensional coordinates of vertexes of the polygon drawn by the polygon drawing means ~~[[on]]~~ onto an imaginary two-dimensional plane which is prepared in advance and corresponds to the two-dimensional coordinates to produce two-dimensional vertex coordinates;

drawing the second texture, ~~prepared in advance~~, which is a still image texture prepared in advance, on the polygon drawn by the polygon drawing step based on the two-dimensional vertex coordinates of the second texture calculated by the calculating step; and

simulatively moving in the display the second texture, drawn by the second texture drawing step, on the polygon drawn by the polygon drawing step by successively varying the two-dimensional coordinates of the second texture in time-series relative to the previously calculated two-dimensional vertex coordinates so that the second texture picture appears to be a moving image relative to the polygon when displayed.

9. (Canceled)

10. (Previously Presented) A computer-readable storage medium carrying a game program for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, the game program controls a computer to function as:

a polygon drawing means for drawing a polygon with a first texture which affects drawing of ~~other~~ another texture;

a calculating means for calculating two-dimensional coordinates of a second texture by projectively transforming three-dimensional coordinates of vertexes of the polygon drawn by the polygon drawing means ~~[[on]]~~ onto an imaginary

two-dimensional plane which is prepared in advance and corresponds to the two-dimensional coordinates to produce two-dimensional vertex coordinates;

a second texture drawing means for drawing the second texture, which is a still image texture prepared in advance, on the polygon drawn by the polygon drawing means based on the two-dimensional vertex coordinates of the second texture calculated by the calculating means; and

a texture moving means for simulatively moving in the display the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by successively varying the two-dimensional coordinates of the second texture in time-series relative to the previously calculated two-dimensional vertex coordinates so that the second texture picture appears to be a moving image relative to the polygon when displayed.

11. (Canceled)